

Ambush!



Mummies ambush the party!

1 to 2 Heroes = 2 Mummies

3 to 4 Heroes = 3 Mummies

5 Heroes = 4 Mummies

Place the appropriate amount of Mummies on the squares furthest from the Heroes. The Mummies may attack immediately.

Ambush!



Mummies ambush the party!

1 to 2 Heroes = 2 Mummies

3 to 4 Heroes = 3 Mummies

5 Heroes = 4 Mummies

Place the appropriate amount of Mummies on the squares furthest from the Heroes. The Mummies may attack immediately.

Ambush!



Mummies ambush the party!

1 to 2 Heroes = 2 Mummies

3 to 4 Heroes = 3 Mummies

5 Heroes = 4 Mummies

Place the appropriate amount of Mummies on the squares furthest from the Heroes. The Mummies may attack immediately.

Desert Raiders



You come across mercenaries demanding 20 gold coins from each party member. In order to pass the party must decide to pay the gold or attack them.

If you decide to attack, place 1 Crossbowman and 1 Swordsman on the squares closest to any Hero.

The Heroes have the element of surprise and may attack first.

Mirage



Through the shimmering heat, you glimpse towering spires of white stone rising from the dunes. The promise of a forgotten city pulls you forward. Yet as you crest the final ridge, you see only empty sand stretching to the horizon.

Chasing the mirage slows your progress and adds 1 additional day to the Journey.

Mummy Bounty



A priest of the Sun God has declared the ancient dead an abomination. Those who lay the Mummies back to rest shall be richly rewarded.

While you are traveling the Forgotten Lands, each Mummy that is defeated rewards 25 gold coins.

Oasis



Beyond a rise of wind-swept dunes, you discover a quiet pool surrounded by hardy palms and cool stone.

All Heroes may drink from the pool of water and regain 1 Body Point each.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.



Quicksand



What appears to be solid ground suddenly gives way beneath your feet. The sand pulls at you, heavy and unyielding.

Roll 1 combat die.

White Shield - Escape unharmed.

Black Shield - Loses 1 Body Point.

Skull - Lose 2 Body Points.

Scorching Winds



The air shifts without warning. A blast of blistering wind sweeps across the dunes, carrying stinging sand and suffocating heat.

All Heroes lose 1 Body Point.

Sealed Tomb



Half-buried beneath drifting sand stands a massive tomb. The seal appears unbroken.

Each Hero may draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Sealed Tomb



Half-buried beneath drifting sand stands a massive tomb. The seal appears unbroken.

Each Hero may draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Sealed Tomb



Half-buried beneath drifting sand stands a massive tomb. The seal appears unbroken.

Each Hero may draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Tomb Guardian



The sand trembles as ancient stone grinds against stone. From beneath the dunes rises a towering sentinel, carved in the likeness of a forgotten god.

Place a Golem on a space furthest from the Heroes. The Golem may then immediately start their turn.



Undying King



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
4	4	4	4	0

You come across the infamous Undying King. Place the enemy on the square furthest from the Heroes.

The Undying King may then immediately start their turn.

Reward: 1 Relic Coin

Venom Antidote



Half-buried beside a bleached skeleton, you discover a small sealed vial that you recognize as a Venom Antidote.

Record the potion to your character sheet and shuffle this card back into the Journey deck.



Venomous Bite



A sudden hiss breaks the silence. From beneath the sand, a hidden serpent strikes with lightning fangs that pierce flesh, which spreads a burning venom through your veins as the serpent vanishes once more.

You take 2 Body Points of damage unless you have a Venom Antidote or an Anti-Poison Quill in your possession.

Wandering Raptor



A swift, predator crests the ridge, watching you with cautious, intelligent eyes.

Roll 1 combat die.

White Shield - The Raptor is befriended and becomes your Ally.

Black Shield - The Raptor flees.

Skull - Fight Raptor.



